

## Hit Locations and Grappling

*Getting a Grip* (P#3-34, p. 13) seems to round hit location penalties for grappling neck and head incorrectly (see *Optional Rule: Targeted Attacks*, p. MA68). The following list of hit locations eligible for grappling has corrected penalties.

*Torso* (0)

*Neck* (-3)

*Head* (-3)

*Arm* (-1)

*Hand* (-2)

*Leg* (-1)

*Foot* (-2)

*Ear* (-4): This is a sensitive location. Grappling Contests based on Control Head, Control Position, and Control Step are at +2. You may not use any other techniques with an ear grapple, aside from Wrench Ear.

*Testicles* (-2): This is a special hit location that is only used with the Testicle Grab technique.

In addition, certain creatures may have other body parts that can be grappled.

*Natural Weapon*: Certain Natural Weapons, such as horns and tusks, can be grappled. The penalty to hit depends on Reach: -3 for a Reach C Natural Weapon, -2 for Reach 1+. For the purpose of techniques, the Natural Weapon is considered part of the body part it is attached to. For example, horns and tusks are considered part of the head.

*Tail* (-2): Tails, be they Extra Arms, Strikers, or features, can be grappled and affected by grappling techniques. Learn techniques for tails separately (for example, Wrench Tail). For the purpose of technique penalties, treat tails as *two* limbs for tails that replace legs (for example, Control Torso is at -1 for a tail grapple against a merman with a fish-tail) or as extremities for tails that do not replace legs (for example, Control Torso is at -4 for a tail grapple against a lizard).

*Wing* (-1): Wings can be grappled and affected by grappling techniques. Learn techniques for wings separately (for example, Wrench Wing). For the purpose of technique penalties, treat wings as limbs (for example, Control Torso is at -2 for a wing grapple or -1 for two wings).

## Sweat, Clothing, and Armor

The rules assume that grapplers wear clothing or armor with some useful handholds. As per page 17 of *Pyramid* #3-34, Escape is at +1 if you are naked or wearing skin-tight clothing, +2 if you are also sweaty, or +3 if you are oiled. You are considered sweaty, if you lost at least 1 FP to heat or physical exertion. Note that only humans and similar creatures sweat, and the Sanitized Metabolism perk removes this benefit.

The presence of rugged loose sleeves, reinforced collars and stitching, and load-bearing straps on your foe's clothing and armor makes it easier to maintain your grip and apply maximum leverage. You may target these handholds at an extra -2. If successful, you get +1 to grappling techniques while you keep grappling the handholds.

When making a Grappling Contest while grappling clothing, the GM should make a HT roll for the object (see *How Tough is My Stuff?* on page 8 of *GURPS Martial Arts: Technical Grappling*). Failure results in the margin of victory being applied directly to the item as damage, with DR applying normally.

### Damaging Armor

You may use Wrenching techniques to target rigid armor on the appropriate body parts. This is at an extra -3 to your grappling technique. If you have Armory/TL (Body Armor) at IQ or better, you may roll at -7 (instead of -3); if successful, you ignore half of the armor's DR. If this wrench gets at least 2

points of damage past armor DR, that piece of armor is damaged (regardless of armor HP); treat the affected body part as crippled until the piece is removed (see *GURPS Low Tech Companion* 2, p. 25).

## Traits and Grappling

### Nonstandard Limbs and Grappling

While *How Many Hands?* (P#3-34, p. 12) describes the effect additional extremities and limbs have on a grapple, it omits nonstandard limbs.

*Extra-Flexible Arms:* Wrench Arm, Control Arm, and Pin Arm techniques are at -1 against such arms. They also get +2 on the DX roll required to ready a weapon in close combat (p. B391) and to Grappling Contests made to ready an object when grappled.

*Extra-Flexible Legs:* Wrench Leg, Control Leg, and Pin Leg techniques are at -1 against such legs. They also get +2 on the DX roll required to ready a weapon in close combat (p. B391) and to Grappling Contests made to ready an object when grappled, if they also have Foot Manipulators or Prehensile Feet.

*Extra Arms with No Grasping Hands:* Such limbs have no hands and thus can only help in a grapple as arms, not as hands. They are still valid targets for techniques that target arms.

*Extra Arms with No Physical Attack:* In addition to being unable to strike, these arms cannot be used for grappling. They are still valid targets for enemy techniques that target arms.

*Foot Manipulators:* As per p. MA114, such limbs can act as arms or legs, but not both at the same time. Choose at the start of your turn. However, for the purpose of grappling bonuses described in *How Many Hands?* such limbs count as arms, not legs.

*No Legs (Slithers):* Characters who have No Legs (Slithers), Constriction Attack, and Double-Jointed, and do *not* have No Manipulators can use their tail to grapple. It counts as a pair of legs and always has Reach C. In addition, such grapples allow using the Pin (Body Part) technique without pressing the opponent against an immobile obstacle.

*Prehensile Feet:* As Foot Manipulators, but count as legs, not arms. Thus, each pair of legs with Prehensile Feet gives an additional +1 bonus, like a pair of normal legs.

*Short Arms:* Short arms have a -1 penalty for grappling purposes. While an extra normal-length arm with its hand gives +3, a short arm with its hand gives a +2. Thus, if you use two short arms with their hands, you grapple at -2.

*Striker:* While most Strikers cannot be used to grapple, they are still vulnerable to grappling techniques. Use appropriate techniques for the body part, i.e. Wrench Wing is the Striker is a wing, Wrench Tail is the Striker is a tail. Strikers with the Limb enhancement *can* be used in a grapple as limbs and are vulnerable to grappling techniques that target limbs. Impaling and piercing Strikers may be able to grapple via *Weapons Getting Stuck* (see below).

### Grip-Related Traits

*Bad Grip:* Bad Grip imposes a -2 penalty per level on rolls made to initiate a grapple and Grappling Contests to perform grappling techniques, but only if at least one hand is used (or at least one foot, in case of Foot Manipulators or Prehensile Feet).

*Good Grip:* Good Grip gives a +2 bonus per level on rolls made to initiate a grapple and Grappling Contests to perform grappling techniques, but only if at least one hand is used (or at least one foot, in case of Foot Manipulators or Prehensile Feet).

*Missing Digit:* If a hand which is missing a finger or thumb is involved in a grapple, suffer the appropriate penalty to your DX. This can be prevented by not involving such a hand in a grapple.

*No Fine Manipulators:* A character with No Fine Manipulators cannot use hands to grapple, unless he also possesses Sharp Claws, Talons, or a similar Natural Weapon.

*No Manipulators:* A character with No Manipulators can only grapple by pressing with his body at -6 as per *How Many Hands?* (P#3-34, p. 12) or with teeth. However, if such a character also has Constriction Attack *and* Double-Jointed, he may grapple without any limbs at *no* penalty using the torso, like a python. Such grapples are considered two-handed where it matters, and always have

Reach C. In addition, such grapples allow using the Pin (Body Part) technique without pressing the opponent against an immobile obstacle.

### **Teeth, Claws, and Other Natural Weapons**

While *How Many Hands?* (P#3-34, p. 12) mentions that grappling with teeth is done at +2, this should be expanded. Rules from *Teeth* (p. MA115) are in effect. In addition, if you have Sharp Teeth, Sharp Beak, Fangs, or Natural Weapon that emulates a similar set of teeth, if you penetrate DR, the opponent is denied bonuses to Escape from being naked, wearing skin-tight clothing, being sweaty, oiled, or having Slippery (p. B85).

*Weak Bite:* This disadvantage means that instead of +2 to grapple with your teeth, you get -1.

*Missing Teeth:* If you have Missing Teeth 2 (P#3-100, p. 32) and do *not* have Sharp Teeth, Fangs, or Natural Weapon that emulates a similar set of teeth, you become unable to grapple with your teeth.

*Claws:* If you have Sharp Claws, Talons, Long Talons, or a similar Natural Weapon, you can use your hands to grapple with no penalties even if you also have No Fine Manipulators, if you are using the Clawed Grapple technique (see below).

### **Bad Back (p. B123)**

In addition to the effects detailed in *GURPS Basic Set*, Bad Back (Mild) gives you a -4 when resisting Wrench Spine, and Bad Back (Severe) increases it to -8. Any kind of Grappling Contest, be it offensive or defensive, triggers a HT roll to avoid the effects of Bad Back.

### **Binding (p. B40)**

This advantage can be used unchanged, because it's not a being that is actively grappling the victim, but closer to an entangling weapon. However, you may substitute your best ST-based grappling skill for ST when trying to escape.

### **Catfall (p. B41)**

While Catfall does not let you automatically ignore damage from a Judo Throw (P#3-34, p. 15), if the foe lets go of you when throwing you, you get +5 to Breakfall (P#3-34, p. 16).

### **Constriction Attack (p. B43)**

The Constriction Attack advantage gives +5 to Constriction techniques (P#3-34, p. 16). In addition, if you have two opposed arms that also have the Extra-Flexible enhancement, you may spend 5 points to purchase Constriction Attack.

### **Flexibility/Double-Jointed (p. B56)**

This advantage works the same way it does by default, giving you a bonus to Grappling Contests for Escaping (P#3-34, p. 17). Flexibility gives a +3 bonus, and Double-Jointed gives a +5 bonus. In addition, if you have Double-Jointed, Constriction Attack, and either No Legs (Slithers) or No Manipulators, you become able to grapple by wrapping your torso around the target (see *Nonstandard Limbs and Grappling* and *Grip-Related Traits* above for details).

### **Horizontal (p. B139)**

As per p. MA115, you cannot learn or attempt to use at default the Backbreaker techniques.

### **Injury Tolerance (p. B60)**

*Diffuse:* See [this post](#) for how this advantage is treated with regards to grappling and other game mechanics.

*Homogenous:* As per p. MA115, homogenous creatures are immune to Wrench techniques as they require tearing muscle and breaking bone.

*No Eyes:* As per p. MA115, you are immune to Eye-Gouging and other eye-related techniques.

*No Head:* As per p. MA115, you are immune to Choke, Wrench Neck, and Head Crush.

*No Neck:* As per p. MA115, you are immune to Choke and Wrench Neck.

### **Invertebrate (p. B140)**

This disadvantage makes you immune to Wrench Spine, and your BL is divided by 4 for the purpose of Pickup (see below).

#### **Lame (p. B141)**

As per p. MA116, if you are standing, opponents get +3 in their Grappling Contests to perform a Takedown on you.

If you are Legless, you cannot perform techniques that require you to drop to a sitting, kneeling, or prone posture, such as Backbreaker and Piledriver. Likewise, you cannot “reap” the opponent’s leg or drop to a lower posture for a bonus on Takedown. Obviously, you are immune to grappling techniques that target legs and feet.+

#### **No Legs (p. B1451)**

As per p. MA116, if you have No Legs (Aerial or Aquatic), you cannot make or be affected by any attack that requires legs or feet.

No Legs (Sessile) prevents you from doing anything with your legs, and makes you immune to Takedown, Sweep, Trip, etc.

No Legs (Slithers) works the same as Legless (see above), unless you have both Constriction Attack and Double-Jointed. If that’s the case, see *Nonstandard Limbs and Grappling* and *Grip-Related Traits* above.

#### **Perfect Balance (p. B74)**

The +4 to keep your feet in combat applies when resisting Takedown and Judo Throw. Excellent Balance (*Pyramid* #3-21, p. 33) reduces this bonus to +3.

#### **Sanitized Metabolism (p. B101)**

If you have this perk, you do not get a +2 to Escape for being sweaty (*P#3-34*, p. 17).

#### **Shapeshifting (p. B83)**

If you have the Shape Mastery perk (*GURPS Martial Arts: Yrth Fighting Styles*, p. 26) and can shapeshift instantly between forms with different SM, you can use this ability when Escaping from a grapple to get a +2 on the Grappling Contest. Your Grappling Contest is based on your final form. Using this trick more than twice against the same foe reduces the bonus to +1.

#### **Slippery (p. B85)**

This advantage works the same way it does by default, giving you +1 to Grappling Contests for Escaping (*P#3-34*, p. 17).

#### **Spines (p. B88)**

As per p. MA116, those grappling you or using any Grappling Technique on you take damage each turn until they let go. The same applies to anyone you are grappling with your torso.

#### **Stretching (p. B88)**

Each level of Stretching gives a +1 bonus to resist Wrenches.

#### **Telekinesis (p. B92)**

Telekinesis can be used to grapple, but the victim may only try to Escape, he cannot grapple the telekinetic force in return. In the Grappling Contests, the person using Telekinesis substitutes his Telekinesis level for his ST. Telekinesis acts as two hands of an SM+0 creature regardless of the user’s SM.

## **Grabbing Weapons, Shields, and Objects**

Originally appearing on p. B370, these rules should be adjusted.

### **Establishing a Grapple**

*Weapons and Held Objects:* To grab a weapon or another object held in the hand, make a normal grappling attack, targeting the object. Use the following penalties for weapons: -5 for a Reach C melee weapon or Bulk -3 or better firearm, -4 for Reach 1 or Bulk from -4 to -7, and -3 for Reach 2+ or Bulk of -8 or worse. There is an additional -4 penalty to grab flails, whips, kusaris, and similar flexible weapons. For other objects, estimate the penalty based on these values or use -4 as an average penalty.

You must be able to step into close combat with the *weapon* itself to grab it. Consult the diagram on p. B400 for how many hexes different weapons take up. If you are grabbing a weapon that has already *grappled* or *bound* you, attack at no penalty.

*Shields or Cloaks:* To grab a shield or readied cloak, make a normal grappling attack, targeting the object. Roll at -4 plus the shield or cloak's DB. While any active defense is possible, they do *not* benefit from that shield or cloak's DB.

You must be able to step into close combat with the *shield* itself to grab it. See *Shield Reach in Combat (Shields Up!*, p. 9) for more information on presenting shields at different Reach. If you are grabbing a shield that is *binding* you, attack at no penalty.

*Worn Objects:* For other worn objects, such as cloaks not readied for blocking, amulets around the neck, etc. use the hit location penalty of the location where the object is worn. For example, grabbing a cloak on the back is equivalent to grappling the torso, while grabbing an amulet is equivalent to grappling the neck. If the object in question is not affixed to the target in any way (such as a hat), and the target fails its defense roll, you may either drop the object to the ground or snatch it in your hand, if it is free and was used to grab the object.

### **Disarming**

*Weapons and Held Objects:* Disarming someone of an object you've grabbed requires a Grappling Contest based on your Control Hand technique. The foe may substitute his Retain Weapon technique for grappling skill, if better. Once your foe has let go of the object, you retain hold of it, and may drop it as a free action or use the appropriate number of Ready maneuvers to begin using it yourself. Note that an alternate way of disarming someone is to grapple the hand itself and use Control Hand to make him let go.

*Shields:* For center/buckler grip shields, you must have the margin of victory in the Grappling Contest to disarm of 3 or higher to make the opponent drop the shield. Margin of victory of 1-2 means the shield is merely unreadied. For strapped shields and shields on a guige, the same rules apply, but the opponent also gets +4 in the Grappling Contest. In any case, if the straps weren't broken or removed, readying an unready shield requires only a single Ready maneuver. However, if the grapple persists, it can be contested with Control Hand.

*Cloaks:* A successful Grappling Contest based on Control Hand technique unreadies the cloak or, if the cloak wasn't attached to the opponent's body, makes the opponent drop it.

### **Effects of a Grapple**

A grapple of an object also counts as a grapple of whatever extremity is holding it. Thus, Control Arm is at -2 if you have a grapple of the object being held in that arm's hand, and Control Torso is at -4. If you start any offensive grappling techniques through this grapple, your foe may elect to immediately let go of the object; if he holds on, he will have to go through the Grappling Contest and suffer the consequences.

### **Special Cases**

*Cutting Weapons:* If someone grabs your blade (shield with a rim blade counts), you may try to cut him. As per *Effects of a Grapple* (P#3-34, p. 12) you take only half hit location penalty to hit. If the foe grabbed your blade with body parts that have different hit location penalties, use the one more favorable to you. This is incompatible with Telegraphic Attack and Deceptive Attack. The foe may let go to avoid all damage and lose the grip, or prevent you from doing this with a Grappling Contest based on Control Arm. If the attack is successful, roll thrust-based cutting damage at -2 or -1 per die, whichever is worse. Divide the damage equally between all locations the foe is using to grapple the weapon (round down). DR applies normally.

*Don't Shoot Yourself!:* It is possible to use your opponent's weapon against himself. First, you have to establish a grapple on the opponent's weapon, weapon arm, or weapon hand. Then, you must roll a Grappling Contest based on Control Hand or Control Arm. The opponent may substitute Retain Weapon for DX, if higher. If you win, you reorient the arm holding the weapon, and the weapon is considered unready for the wielder. He may try readying it again by winning in the same Grappling Contest. If you are grappling the reoriented weapon, you can attack your foe with it. This can be resisted by a Grappling Contest based on Control Arm.

*Straps and Slings:* Certain items have modifications allowing them to be more easily retained, such as weapon-to-breastplate chains, shield guiges, etc. While they make it more difficult to disarm you, they serve as handholds if gripped by an opponent, permitting grappling techniques listed under the Entangle technique (see below), appropriate to the body part the item is attached to.

A shield guige can be grabbed in close combat at -4. Grappling the guige counts as a torso grapple wherever that would matter, and gives +2 to Takedown.

## Grappling-Related Options

### Dogpiling

If multiple combatants of equal SM are grappling, two may combine their efforts to accomplish the same task. In this case take the highest Grappling Contest score and add 1/5 of the *best* of ST (or HP, for HP-based techniques), DX, or grappling skill, and roll the Grappling Contest vs. their target as normal. Escaping from being grappled by multiple creatures also is contested by a Grappling Contest score calculated with this method.

For the sake of simplicity, treat a creature of a certain SM as two creatures of one SM lower than itself for this purpose. For example, one SM+0 creature is equivalent to two SM-1 creatures, four SM-2 creatures, etc.

If you would like a more accurate approach, use the *Size and Speed/Range Table* (p. B550) to devise the ratio. Look up the *Longest Dimension* for the SM of the creature being dogpiled, and remember that no creature can be dogpiled by more than twice its Longest Dimension worth of opponents.

For example, a SM+1 ogre has Longest Dimension of 9', so he could be dogpiled by the total Longest Dimension of 18'. Meaning three SM+0 men could dogpile him (6x3=18) or six SM-2 halflings (3x6=18) or any other combination which would be no greater than *double* his Longest Dimension.

To make this calculation simpler, treat SM+0 as "1" and realize that it can be dogpiled by no more than "1x2" and then you're working with much smaller numbers. Instead of "9" SM+1 is just 1.5, and SM-1 is 0.75 and SM-2 is 0.5. And remember, all of these cannot be dogpiled by more than twice of whatever they are!

### Knockback

When two or more creatures are grappling, and one of them is subjected to knockback from one of the other grapplers or another creature that is not grappling, add ST of all participants together for the purpose of knockback determination, and all participants are knocked back together. If *you* are the one causing knockback and you are grappling, you may let go as a free action. Each participant who would be knocked back by your attack may resist with a Grappling Contest based on Control Step to keep holding onto you and negating the knockback. You may use your Push skill instead of Control Step in this Grappling Contest.

### One Foe (*GURPS Martial Arts: Technical Grappling*, p. 22)

This option works as is, with one minor alteration. *A New Take on Grappling* allows grappling defenses at -4 after an All-Out Attack. Thus, One Foe allowing this is removed, and instead grappling defenses are at -3 if you combine One Foe and All-Out Attack.

### Pounce (p. B372)

This rule was amended on p. 40 of *DFRPG Exploits*. Now, if you knock down your victim with a successful pounce, you may claim a free grapple. These rules do *not* apply to flying tackles!

## Active Defenses and Grappling

### Block

If you block a grappling attempt, and the shield's DB makes the difference between success and failure, the opponent may elect to grab your shield.

## Actions after a Grapple

### Pickup (*GURPS Martial Arts: Technical Grappling*, p. 24)

To lift your opponent off the ground and keep him there, roll a Grappling Contest. You may substitute your HT for ST, if it is higher; if you do so, your HT is modified by your Lifting ST, if you have it. If you are standing, you may "sacrifice" your posture to crouching for a +1 bonus. You take *double* penalties listed under Control Torso (for example, you are at -4 for grappling one arm). The opponent must use its HP instead of ST in this contest, *and* rolls at +4. You cannot pick up someone heavier than 10xBL, but you may spend 1 FP per second to double your BL for this purpose.

Upon failure, roll thrust damage, halve it, and apply it as injury to a random body part used in this maneuver. If you roll a critical failure, roll full thrust damage and fall down.

If you win, you pick your opponent off the ground to half your height. He is at -5 to DX (which induces -2 to active defenses) for all purposes, except breaking free. Your opponent cannot perform Control Step, Control Posture, Takedown, or Judo Throw, unless he is grappling you *and* has some way to prop himself up, such as feet or body on the ground, wall, or ceiling, or wings beating against air. Alternatively, he may attempt Control Step, Control Posture, or Takedown if he has grappled at least half of your legs or feet. You may move with your opponent, but his weight counts as encumbrance and you suffer your encumbrance penalty to your DX until your next turn.

### Other Actions

Rules from p. B371 and p. 23 of *GURPS Martial Arts: Technical Grappling* should be adjusted slightly for ANTOG:

- *Aim*: As mentioned in Control (Body Part) (*P#3-34*, p. 14), aiming can be stopped with the Control Arm technique. However, for gaze and breath attacks, Control Head should be used.
- *Concentrate*: This maneuver is permitted, but is contested with a Grappling Contest. You base the contest on Will, while the opponent bases it on Control Torso.
- *Feint*: While you can use Feint to reduce opponent's defenses when establishing a grapple, you cannot use Feints to help you in a Grappling Contest - use Setups instead (*P#3-34*, p. 17).
- *Ranged Attacks*: As mentioned in Control (Body Part) (*P#3-34*, p. 14), ranged attacks can be stopped with the Control Hand technique. However, other techniques may be used for other kinds of ranged attacks, such as Control Head for gaze and breath attacks.
- *Wait*: As per p. 23 of *GURPS Martial Arts: Technical Grappling*, you may use Wait normally with regards to the foe you are grappling, but actions triggered by another fighter require you to make a successful Per roll. The latter option cannot be used if you are using the One Foe option (*GURPS Martial Arts: Technical Grappling*, p. 22).

## Techniques

The following section lists new techniques, adjusted techniques from *Pyramid #3-34*, and techniques from other supplements that can be used with ANTOG.

### *Aerial Throw (Pyramid #3-14, p. 20)*

**Hard**

*Default:* DX-3, Judo-3, Sumo Wrestling-3, Wrestling-5; cannot exceed default.

This technique uses Control Torso's location penalties. If your foe would collide with the ground or another obstacle on the turn he was thrown, you may use the options listed under Judo Throw (*P#3-34*, p. 15) to land him on a specific side or body part. If the thrown foe collides on another turn due to failing to regain control of his flight, use the normal fall damage rules (see *Falling*, p. B431). In all other aspects, this technique works the same as described on page 20 of *Pyramid #3-14*.

***Backbreaker\** (p. MA82)**

**Hard**

*Default:* Judo-3, Sumo Wrestling-5, or Wrestling-3; cannot exceed Judo+3, Sumo Wrestling+1, or Wrestling+3.

This technique can only be performed on an opponent that you lifted off the ground via Pickup (see above). If your opponent fails to break free on his turn and hence remains lifted off the ground, roll a Grappling Contest based on Backbreaker on the next turn. Success means you drop to one knee, and smash his back across your other knee, dealing swing crushing damage to his spine. Rigid DR, including the spine's DR, protects normally, but Flexible and Tough Skin DR, regardless of whether it is natural or worn, does not protect. Failure means you drop him; he ends up face-up on the ground and you end up kneeling, but neither of you suffers damage.

***Binding Block***

**Hard**

*Default:* prerequisite skill Block.

*Prerequisite:* Shield; cannot exceed prerequisite Block+2.

You can establish a shield bind on an attacking body part or weapon as part of a block. You can execute a Binding Block at Reach 1 or Reach C. Shields on a guige being used hands-free cannot be used to perform a Binding Block. Make a Binding Block roll at -5 for a Reach C weapon, including a punch, -4 for Reach 1, including kicks, or -3 for anything larger. The usual Block penalties for blocking flails and similar flexible weapons apply here as well. Roll at +1 if you have a blade-trapping boss (*Shields Up!*, p. 21).

If you succeed, you block the blow and establish a bind (see *Shield Binds* below). On a failure, the attacker may choose to hit their original target, your shield arm or hand, or your shield.

If you are using a wooden shield to block a swung cutting weapon, you may state that you are attempting to trap the blade with the shield's edge when making a Binding Block. If successful, roll damage for the attack, and subtract the shield's DR. If at least 3 points of penetrating damage are applied to the shield, you establish a *grapple* on the weapon, not a bind. Note that damage greater than the shield's Cover DR overpenetrates and is applied to your shield arm.

***Binding Parry***

**Hard**

*Default:* prerequisite skill Parry.

*Prerequisite:* any Melee Weapon skill; cannot exceed prerequisite Parry+2.

You can establish a weapon bind on an attacking body part or weapon as part of a parry. Make a Binding Parry roll at -5 for a Reach C weapon, including a punch, -4 for Reach 1, including kicks, or -3 for anything larger. The usual Parry penalties for blocking flails and similar flexible weapons apply here as well.

If you succeed, you parry the blow and establish a bind (see *Weapon Binds* below). On a failure, the attacker may choose to hit their original target, your weapon arm or hand, or your weapon. Binding Parry is compatible with Cross Parry, in which case you establish a bind with both weapons.



If you have a hooked weapon, you may base your Binding Parry on a parry calculated from your Hook technique instead of the weapon skill. In this case, with a successful parry you establish a grapple with the hook instead of a bind.

### ***Clawed Grapple (GURPS Furies, p. 17)***

**Average**

*Default:* ST; cannot exceed ST+4.

*Prerequisite:* Sharp Claws, Talons, Long Talons, or Natural Weapon (Claws/Talons).

If you choose to use your Sharp Claws, Talons, Long Talons, or Natural Weapon that emulates a similar set of claws, you may deal half damage following a successful grapple with your clawed extremities. If you penetrate DR, your opponent is denied bonuses to escape from being naked, sweaty, oiled, and Slippery, takes half damage from your claws a second time upon successfully escaping. If you have this technique above default, you may substitute it for your ST in the Grappling Contest when attempting to prevent Escapes. When using Clawed Grapple, you cannot release the foe as a free action, and you cannot use Choke Hold, Bear Hug, and similar techniques that represent locks and holds.

### ***Control (Body Part) (Pyramid #3-34, p. 14)***

**Average**

*Default:* DX, Judo, Sumo Wrestling, Wrestling; cannot exceed default.

This technique gets a new option.

**Grab and Smash! (p. MA118):** You can use Control (Body Part) to pull the opponent's body part onto your other body part or weapon during an attack. Thus, you can use Control Head to pull the opponent's skull onto your knee, Control Torso to pull the opponent's torso onto your knife, etc. This adds +2 or +1 per die, whichever is higher, to the attack's damage.

This action requires you to either use All-Out Attack (Double) or Rapid Strike. If performed as a Rapid Strike, both your Grappling Contest and your attack are at the usual -6 penalty. This is compatible with Flurry of Blows (p. B357) that lets you expend 1 FP to halve this penalty.

Alternatively, you can use Wait to use Grab and Smash! to pull the opponent's body part onto a weapon of your ally within reach. This use does not require All-Out Attack (Double) or Rapid Strike.

**Kiss the Wall (Carpet, Car Door, ...) (p. MA118):** If you've grappled a foe and you're standing or kneeling, you can ram him into a wall or other massive object within a yard – or the ground, if he's lying down. Roll a Grappling Contest based on Control (Body Part), and if you succeed, you deal thrust crushing damage, at +1 for a hard surface. If you know your grappling skill at DX+1, add +1; if you have it at DX+2 or higher, add +2.

**Twofers (p. MA118):** The *All-Out Grapple and Strike* option works as is, but the foes combine their ST when defending as per *Dogpiling* (see above). The *Kiss the Wall* option imposes the striking hit location penalty of the person you're ramming the grappled person into to your Grappling Contest.

### ***Control Step (Pyramid #3-34, p. 14)***

**Average**

*Default:* DX, Judo, Sumo Wrestling, Wrestling-2; cannot exceed default+2.

This technique gets new options.

**Grab and Go (p. FDG5):** This option allows you to move more than a step, pulling everyone who is grappling you along. This counts as a Move and Attack (your skill is not capped), or you may give up defenses and movement options as per All-Out Attack and roll the Grappling Contest at +4. Calculate the combined Grappling Contest score of all opponents who prevent you from moving away as per *Dogpiling* (see above), ignoring the limitation on the number of contributors, and add another +4 to the total. As usual, the foes may substitute their HP for ST. Roll a Grappling Contest based on Control Step, with foes using this calculated Grappling Contest score in the contest. If you win, you

may move as much as the chosen maneuver allows, counting the weight of everyone grappling you as encumbrance for the purpose of modifying your Move value. This is how flying creatures seize prey and carry it off!

**Human Shield (p. FDG8):** This option allows you to pull your foe in front of a blow. Roll a Grappling Contest based on *half* your Control Step, rounded down. The foe may substitute his HP for ST. If you win, the foe is pulled into the attack, and suffers the damage if he fails to defend.

### **Entangle (p. MA71)**

**Hard**

*Default:* Cloak-4, Kusari-4, Net-4, or Whip-4.

*Prerequisite:* Cloak, Kusari, Net, or Whip; cannot exceed prerequisite skill.

Whips, kusaris, cloaks, and similar *melee* weapons can be used to entangle a target with this technique. Use hit location penalties for striking, not for grappling. Ranged entangling weapons, such as lariats and bolas use the same mechanics, but do not take the -4 penalty. If you hit the target's torso, neck, limb, or extremity, you establish a grapple.

On subsequent turns, you must either perform a grappling technique (see allowed techniques below), or use a Ready maneuver to keep your opponent grappled. If you choose to perform the Ready maneuver, your Grappling Contest is based on DX, if your opponent resists; if he doesn't, no roll is required. If you choose to perform a grappling technique, roll your Grappling Contest with the appropriate technique involved. If you succeed, your opponent may not move further away from you.

If you entangle the opponent's neck, all the same rules apply, but the opponent takes a -5 in all Grappling Contests! If you win in such a contest, the target begins to suffocate until he frees himself of your weapon.

If you entangle his foot or leg, you and the target must immediately engage in a Grappling Contest based on this technique. If he was running when you entangled him, he is at a -4 to this roll. If you entangle both of his legs or feet, he takes an additional -6 to this roll. If he fails, he falls and takes damage as from a fall from half of his height (see *Falling*, p. B431), or full height if he was running. Regardless of his roll, on subsequent turns you must use the rules above to keep him entangled.

If you lose one of these Grappling Contests, your opponent pulls your weapon out of your grasp but does not become untangled, the weapon simply dangles off of him. If you tie, he breaks free, but you keep a hold of your weapon.

If you are mounted and the entangling weapon is affixed to the mount, you may substitute the mount's ST (or HP, where necessary) for yours. If you do that, you must also use its SM and DX or grappling skill instead of your grappling skill. If a mount moves in a way that makes the distance between it and the entangled victim longer than the weapon's length, it counts as a free Takedown attempt. If the victim loses, he falls and skids along the ground, which counts as a fall at the mount's velocity (see *Falling*, p. B431) and may cause further collisions. If the victim wins, roll the higher thrust damage from among the mount and the victim. If it is enough to snap the weapon or rope, it snaps. If it isn't, the mount stops in its tracks and possibly trips.

To escape from a taut whip, kusari, or similar weapon entangling you, you must either use the Escape rules (*P#3-34*, p. 17), or destroy the binding weapon. You may destroy the weapon by attacking it or by taking a Ready maneuver and rolling a Quick Contest of ST against the weapon's (DR+HP). If you win, the weapon snaps, becomes torn, or is otherwise destroyed. See pages 23-24 of *GURPS Low-Tech Companion 2* for information on DR and HP of weapons.

To escape from a limp weapon, such as one which you've pulled out of your attacker's grasp, you must have a free hand and must make 3 successful DX rolls; animals, and humans with only one hand available, have an extra -2. Each attempt is a Ready maneuver which allows no other actions. A limp weapon wrapped around you gives a -2 to melee combat, running, jumping, rappelling, etc., unless it weighs less than your Basic Lift/20. However, a limp weapon wrapped around *both* of your legs or feet makes you roll vs. DX-6 every turn to avoid falling down. You take a -6 penalty to Breakfall and Grappling Contests made to resist takedowns and techniques intended to knock you down; your ST takes the same penalty when resisting Sweep. If you have a limp weapon wrapped around your neck, you continue to suffocate until you remove it. In any case, others may grab the limp weapon to entangle you.

If you are entangled by a limp weapon around at least two limbs or extremities (for example, an opponent caught both of your legs in a lariat, and you pulled it from his grasp with a successful Grappling Contest), you may roll a Quick Contest of ST against the weapon's (DR+HP) once per turn as a free action at the start of the turn. In the case of both legs or feet being entangled, this Quick Contest is made before the DX-6 roll to remain standing. If you win, the weapon is destroyed, and you are free to act normally.

Alternatively you may grapple the weapon which is entangling you. While you have a grapple of a flexible weapon you may perform no other technique aside from Control Hand to pull the weapon out of your attacker's grip or Takedown, where the wielder of the weapon may let go to avoid getting taken down.

In any Grappling Contest which could end with the attacker losing his weapon, he may substitute his Retain Weapon skill for his DX or grappling skill, unless the contest was initiated by the attacker with the use of some Grappling Technique.

Techniques you are allowed to perform while entangling your target:

- Control (Body Part) for the purpose of spoiling his defenses and attacks. You cannot make him perform any actions which require small movements only, or precision such as pulling a lever, pushing a button, or prevent him from pulling a trigger.

- Control (Position) to make the victim assume a lower posture. You may not pull him up from a prone position, but you may pull him down to a lower posture, or prevent him from rising to a higher posture. If you are located above the victim, you may pull him to a higher posture.

- Control (Step) to keep him from moving away from you, or to force him to move towards you. You may not stop him from moving towards you, or from moving side-to-side, so long as this movement doesn't bring him further away from you.

- Takedown.

- Wrench Neck.

Once you have your target entangled, you may enter into close combat and begin to physically tie him up, using the weapon with which you have him entangled. This is a Grappling Contest using your Knot-Tying skill, however it is resolved as a Regular Contest. If you lose, your opponent is freed from your Entangle; if you win, you tie-up whatever limbs you had entangled - they cannot be used until the opponent wins a Quick Contest of Escape vs. your Knot-Tying skill. The first attempt to escape takes 1 minute, and each attempt after that takes 10 minutes. Note that the object you are tying your target with requires 1 yard of length per limb or 2 yards for a torso in order to be tied. This assumes a SM+0 target. For creatures of other SM, find the *Longest Dimension* for that SM on the *Size and Speed/Range Table* (p. B550) - this is the length required to tie the torso. Divide it by 2 to find the length required to tie up a limb.

### **Eye-Gouging (p. MA71)**

**Hard**

*Default:* Brawling-5, Judo-5, Sumo Wrestling-7, or Wrestling-5.

*Prerequisite:* Brawling, Judo, or Wrestling; cannot exceed prerequisite skill.

This technique can be used as is. However, if your foe has grappled the hand(s) you are using to perform the gouging, the action can be resisted with a Grappling Contest based on Control Hand.

As with any other attack, Eye-Gouging may be attempted after entering a grapple. This special form of a head grapple may be Transitioned to from a different grapple or be a part of a Complex Grab.

Effectively, Eye-Gouging is a grapple of the head with one or more hands. Thus, even if you do not choose to gouge the eyes after the grapple, a successful initial grab still counts as a head grapple.

### **Grabbing Parry (Pyramid #3-34, p. 13)**

**Hard**

*Default:* prerequisite skill Parry-2.

*Prerequisite:* Judo, Sumo Wrestling, or Wrestling; cannot exceed prerequisite Parry-1.

The version of this technique in *Pyramid #3-34* is supposed to represent realistic uses of Hand Catch. However, it is possible to expand this technique with more options. You can try to catch a weapon with a Grabbing Parry at -3. If your goal is to bypass the weapon and grab the arm or hand holding it, add an *extra* -3 for a Reach C weapon, -4 for a Reach 1 weapon, or -5 for a Reach 2+ weapon. Even if you *successfully* catch a swung weapon, it inflicts damage to all parrying limbs, split evenly among both if you were using Cross Parry. Each point of margin of success on the parry reduces this damage by 1. A critical success on such a parry negates all damage.

### **Hook (p. MA74)**

**Hard**

*Default:* prerequisite skill-5.

*Prerequisite:* Any appropriate Melee Weapon skill; cannot exceed prerequisite skill.

A weapon with an appropriate projection, such as a hook, can be used to grapple and unbalance opponents. While you can learn this technique for any Melee Weapon skill, you will need a suitable weapon to use it.

A hooked weapon can be used to *grapple* at range. Roll against the Hook technique to hit, using *striking* hit location penalties. A grapple with a hooked weapon is treated as a grapple with the hand(s) that are wielding the weapon. When grappling with a hooked weapon, you can use Control (Body Part), Control Position, Control Step, Takedown, and Wrenching techniques, except for Wrench Spine. Hook gives a +2 bonus when using these techniques. Bladed hooks deal damage listed in their table entry upon successfully establishing the grapple and performing any Grappling Contest.

You can hook the opponent's weapon or shield, using the rules from *Grabbing Weapons, Shields, and Objects* above. The +2 bonus to techniques listed above applies to disarming attempts. This is often done as an Immediate Technique for a quick disarming yank (*P#3-34*, p. 13).

### **Leg Grapple (p. MA76)**

**Hard**

*Default:* DX, Wrestling, Sumo Wrestling-2, or Judo; cannot exceed DX+4, Wrestling+4, Sumo Wrestling+2, or Judo+4.

This technique can be used as is.

### **Locking Horns (GURPS Furies, p. 17)**

**Average**

*Default:* DX, Judo, Sumo Wrestling, or Wrestling.

*Prerequisite:* Natural Weapon (Horns); cannot exceed DX+3, Judo+3, Sumo Wrestling+3, or Wrestling+3.

You can use this technique offensively or defensively.

Offensively, you can roll against Locking Horns to attack your foe's horns directly. Do not apply any penalties based on the horns' Reach. If you hit, and the opponent doesn't defend successfully, you establish a grapple with your horns against the opponent's horns. Attempts to Escape from this grapple are at -2. You can perform a Takedown or Wrench Neck technique using this special grapple - treat it as a two-handed grapple for this purpose. Takedown attempts are at +3.

Defensively, you can Parry horn attacks using your horns. Your Parry score for this purpose is 3 + (Locking Horns/2). A successful Parry establishes a grapple on the horns.

### **Pin (Body Part) (Pyramid #3-34, p. 15)**

**Average**

*Default:* DX+2, Judo, Sumo Wrestling, Wrestling+2; cannot exceed default.

As per p. MA115, if your effective bite SM is higher than that of the target by at least 3, you can use Pin (Torso) with your bite. This counts as pinning against a vertical immobile surface, so you take a -1 penalty.

In addition, this technique gets a new option.

**Swallow Whole (*Serpents of Legend*, p. 5):** If you are grappling the torso of a creature four or more SM smaller than you with your bite, you may roll a Grappling Contest based on Pin Torso. You *cannot* substitute HP for ST. Your SM must be at least four higher than that of your target. Levels of Long Neck add to your "effective SM" for this purpose, this is how SM+0 snakes can swallow much larger targets than other SM+0 creatures. If you succeed, you swallow the opponent whole.

Swallowed creatures begin to suffocate (see *Suffocation*, p. B436), and all their actions require a Grappling Contest at -2. This defensive use of Grappling Contests is automatic, does not require any conscious action on your part, and does *not* incur cumulative defense penalties. In addition, a swallowed creature is automatically subject to a Bear Hug (*P#3-34*, p. 16) every turn, at -2 for dealing fatigue damage. The creature may also take damage from digestive juices, but those have to be bought separately as an Internal Innate Attack.

To escape, a swallowed creature must make a successful Escape attempt at -4. A success lets the creature escape back into the maw, where it can be pinned by the jaws and/or swallowed again. It may also cut its way out by delivering successful attacks totaling more than HP+DR injury! On the plus side, internal injuries count as vitals hits and creatures cannot defend with their esophagus or stomach!

Your gullet can fit one creature four SM smaller than you. Consult *Dogpiling* above to find the equivalent sizes for smaller creatures and figure out the capacity of your stomach.

### ***Restraining* (p. MA73/p. MA82)**

**Hard**

*Default:* DX-2, Judo-1, Knot-Tying-1\*, Sumo Wrestling-2, or Wrestling-2; cannot exceed DX, Judo, Knot-Tying\*, Sumo Wrestling, or Wrestling.

This technique consolidates the rules for Handcuffing (p. MA73) and Binding (p. MA82), and changes its name to avoid confusion with the Binding advantage and rules for weapon/shield binds. If you have handcuffs ready in your hand and have grappled the limb or extremity you wish to handcuff, you can handcuff it as a Grappling Contest based on this technique. On later turns, you can Transition to another limb and repeat the process. Regardless of what body parts you have grappled, you can attach the cuff to an inanimate object within reach - this is an uncontested roll against this technique, if the opponent is not resisting, or a Grappling Contest otherwise. You can use this technique as an Immediate Technique to cuff a limb in a single maneuver.

If you bind all of your victim's legs, he must roll vs. DX-6 every turn or fall down. He takes a -6 penalty to Breakfalls and Grappling Contests made to resist takedowns and techniques intended to knock him down; his ST takes the same penalty when resisting Sweep.

\* In a cinematic campaign, you may base this technique on Knot-Tying and use a length of rope or a flexible weapon in both hands instead of handcuffs. Having rope in your hands allows you to use an unarmed Grabbing Parry to help with that. Freeing yourself from being bound follows the same rules outlined in Knot-Tying. Each limb – or the neck – requires one yard per attack on a SM 0 foe. Moving from limb to limb uses two yards.

### ***Retain Weapon* (p. MA78)**

**Hard**

*Default:* prerequisite skill.†

*Prerequisite:* Prerequisite: Any weapon skill; cannot exceed prerequisite skill+5.†

This technique can be substituted for DX in Grappling Contests to disarm you.

### ***Snap Weapon*\* (p. MA87)**

**Hard**

*Default:* ST-based Judo-4, ST-based Sumo Wrestling-6, ST-based Wrestling-4, or ST-based Jitte/Sai-4; cannot exceed ST-based Judo+3, ST-based Sumo Wrestling+1, ST-based Wrestling+3, or ST-based Jitte/Sai+3.



You can only attempt this after you've grappled the target weapon with a barehanded grab, Grabbing Parry, or Weapon Lock (Jitte/Sai). Roll a Quick Contest of Snap Weapon vs. the weapon's HT. This counts as an attack, so you may use All-Out Attack (Strong) to improve damage or All-Out Attack (Determined) to get a +4 on your roll. If you win, you deal thrust crushing damage to the weapon. In cinematic games, this damage *ignores* DR!

Assume HT 10 for missile weapons and HT 12 for melee weapons – but -2 for cheap ones, +1 for fine ones, and +2 for very fine ones. See pages 23-24 of *GURPS Low-Tech Companion 2* for information on DR and HP of weapons.

### ***Sprawling Parry (GURPS Martial Arts: Technical Grappling, p. 40)***

**Hard**

*Default:* Judo Parry, Sumo Wrestling Parry-1, or Wrestling Parry.

*Prerequisite:* Judo, Sumo Wrestling, or Wrestling; cannot exceed prerequisite skill Parry.

This technique can be used as is.

### ***Testicle Grab (GURPS Martial Arts: Technical Grappling, p. 40)***

**Hard**

*Default:* Brawling-3, Judo-2, Sumo Wrestling-4, or Wrestling-2.

*Prerequisite:* Brawling, Judo, Sumo Wrestling, or Wrestling; cannot exceed prerequisite skill.

Roll against this technique to establish a one-handed grapple against male genitals. This is useless against women, eunuchs, or others lacking suitable body parts. As with any other attack, Testicle Grab may be attempted after entering a grapple. This special form of a groin grapple may be Transitioned to from a different grapple or be a part of a Complex Grab.

On your next turn – and each turn thereafter, until your victim breaks free – you can squeeze. This counts as an attack, but requires no attack roll (however, if your opponent has grappled the hand you are using to perform the squeezing, it can be resisted with a Grappling Contest based on Control Hand). This attack deals thrust-4 crushing damage on his groin. Skill bonuses to damage apply normally. Rigid DR protects normally, but Flexible armor and DR with Tough Skin has no effect.

Your victim suffers a steadily worsening affliction (p. B428) based on the accumulated injury from the Testicle Grab: moderate pain after just 1 point, severe pain after 2 points, terrible pain after 3 points, and agony after 4+ points. High Pain Threshold and Low Pain Threshold work as usual against this. These effects replace the usual *Shock* (p. B419) rules.

You can perform Takedown, Control Step, and Control Position from this grapple, but not other techniques. In all other respects, this acts as a one-handed torso grapple.

### ***Weapon Lock (p. MA67)***

**Hard**

*Default:* prerequisite skill-3.

*Prerequisite:* any Melee Weapon skill or Shield; cannot exceed prerequisite skill.

*Note:* This is the Bind Weapon technique under a different name to avoid confusion with the weapon bind mechanics.

Pronged weapons (*GURPS Low-Tech Companion 2*, p. 15), such as those used with the Jitte/Sai skill, are purpose-built to make grappling your foe's weapon safer. You can use this technique offensively or defensively.

Offensively, you can roll against Weapon Lock to attack your foe's weapon directly. Use rules described in *Grabbing Weapons, Shields, or Objects* (see above), but do not apply the penalty based on the weapon's Reach. On a success, if your foe fails to defend, you establish a grapple against his weapon with your weapon. You may base your Grappling Contests for the purpose of disarming on your Weapon Lock+2. This is often done as an Immediate Technique for a quick disarm (*P#3-34*, p. 13).

Defensively, you can Parry using  $3 + (\text{Weapon Lock}/2)$ . Upon success, this establishes a *grapple* on the weapon. This is compatible with Cross Parry. As a rule, a disarming attempt follows such grapple, where you may base your Grappling Contests for the purpose of disarming on your Weapon Lock+2. If you have a shield with disarming spikes (*GURPS Low-Tech Companion 2*, p. 20), you can Block using  $3 + (\text{Weapon Lock}/2)$ . You cannot Block this way with a shield being used hands-free on a guige. Critical failure on a Block (any Block, not only using Weapon Lock) means that a spike stabs the wielder: 1d-3 impaling damage to a random hit location. In other aspects, this works like a parry described above.

### **Wrench Ear**

**Hard**

*Default:* DX-4, Judo-4, Sumo Wrestling-6, Wrestling-4; cannot exceed default+4.

Damage is to the ear (see p. MA137 for basic information on this hit location and p. 33 of *Pyramid #3-100* for optional details). It requires an ear grapple.

### **Zero-G Throw**

**Hard**

*Default:* DX-3, Judo-3, Sumo Wrestling-3, Wrestling-5; cannot exceed default.

This technique uses Control Torso's location penalties. Zero-G Throw involves disrupting the control over the opponent's movement in free fall (see *Control Rolls*, page 26 of *Pyramid #3-85*). The opponent's DX penalty equals your margin of victory. Additionally, you can alter which direction he travels after the throw, or allow him to continue along his previous path. Lastly, you can alter his speed by up to your ST/4, rounded down. If you fail, you are required to make a control roll of your own!

## **Weapon Binds**

You can use your weapon to establish a limited grapple called a **bind**. They can be performed at any Reach allowed by the weapon by rolling against your weapon skill. You can have a bind target an opponent, his weapon, or his shield. Use hit location penalties for grappling (see above) when targeting creatures or penalties for grabbing (see *Grabbing Weapons, Shields, and Objects* above) when targeting weapons or shields.

For the purpose of grappling modifiers listed under *How Many Hands?* (P#3-34, p. 12), a bind counts as a grapple with the number of arms (not *hands*) equal to the number of hands used to wield the weapon or shield used to establish the bind. Thus, a bind with a one-handed weapon imposes a -5 penalty on grappling techniques, while a bind with a two-handed weapon imposes a -4 penalty on grappling techniques. An opponent can break free from a bind by Escaping normally or by simply retreating or otherwise moving out of the Reach of the binding weapon.

Weapons generally cannot establish Complex Grapples via a bind.

Rules for *Grappling by Being Grappled* (P#3-34, p. 13) are in effect. However, do note that a wielded weapon is considered part of the hand, and if your hand is grappled, it is treated as your arm having grappled your opponent. For example, if you are using a one-handed weapon to bind the opponent's torso, the opponent is treated as grappling your weapon hand with his torso for a total penalty of -8 to grappling techniques. If you are using a weapon to bind the opponent's weapon, treat it as a mutual weapon bind, but the opponent is at -2 to grappling techniques until he establishes a proper bind of his own.

In all other aspects, weapon binds work like normal grapples.

### **Holding a Foe at Bay (p. MA106)**

A limited form of a weapon bind can be established via the means described under *Holding a Foe at Bay* (p. MA106). If a stop thrust, parry, or obstruction do not result in knockback or knockdown, your weapon is in the way. If you inflicted injury with anything but a thrusting, impaling or piercing

weapon (but not a Sharp Beak) – or if failed to penetrate DR – you must win a Grappling Contest based on Control Step to prevent the foe from getting closer. Treat it as a weapon bind of the body part you hit with your weapon for the purpose of location penalties. Your foe may substitute his HP for ST, if higher. If you win, you hold him off. To keep coming, he must use two movement points to sidestep and take a different path. Regardless of the result, this limited bind *immediately ends*. If you wounded your foe with a thrusting, impaling or piercing weapon, it may become stuck *inside* your foe (see *Weapons Getting Stuck* below).

## Shield Binds

You can use your shield to establish a bind. Follow the same rules as for *Weapon Binds* above, with certain adjustments listed below.

Unlike weapons that are generally unable to establish a Complex Grapple via a bind, shields can establish a bind against a number of adjacent hit locations equal to DB+1. Just like for regular grapples, the GM may add extra penalties or completely disallow awkward combinations.

Shields receive their DB as a bonus in Grappling Contests when used to bind.

Shield binds can be established via the Binding Block technique (see *Techniques* above).

### Shield Bind Reach

Shield bind has the full reach of a shield (Reach 1) and cannot be used in Reach C. Shields on a guige cannot be used to bind due to being limited to Reach C.

**Shield-on-Shield Bind:** You can initiate a bind against a shield presented at Reach 1 at Reach 2. If the opponent can retract their shield (that is they haven't changed presentation reach this turn), they may do so and gain +3 to defense - this stacks with retreat bonuses. If they do so, ending your turn at Reach 2 breaks the bind.

**Shield-on-Weapon Bind:** You may attack with a shield to bind an enemy weapon if you can reach it, or on your first turn after that weapon attacked you. To break the bind, the foe must end their turn beyond the reach of their own weapon.

## Weapons Getting Stuck

Impaling weapons may (or in the case of swung impaling weapons, must be) be left inside the target following a successful attack which causes at least 3 points of penetrating damage. This includes attacks that struck a shield either deliberately or as a result of a block where DB made the difference between failure and success.

For **swung** weapons, this counts as a **grapple** with the hand(s) holding the weapon. For **thrusting** weapons, this counts as a **bind** (see *Weapon Binds* below), unless the attack causes overpenetration, in which case it is a grapple. In any case, this denies the target Escape bonuses from being naked/sweaty/oiled/Slippery, does not allow for Transitions or Complex Grapples (unless all locations involved are somehow impaled at once; for example, if you overpenetrate a shield), and can be used for Control and Takedown techniques, while the weapon remains inside the target.

If the weapon stuck is a thrusting one, a successful use of Control Step to force the target further from you automatically deals thrust-2 impaling damage, ignoring DR, in addition to its normal effects. This damage accumulates with that of the original attack and previous uses of Control Step for the purpose of overpenetration, if the weapon has no elements that would prevent that. See *Overpenetration* (p. B408) for more details. The foe may spend two movement points to back off and change paths, breaking the bind as normal. Alternatively, he can try a Will-3 roll – at +3 for High Pain Threshold or -4 for Low Pain Threshold – to run himself through, unless the weapon has elements that would prevent that! Success increases his wound to the maximum possible injury from your original blow. Then find maximum damage for your weapon using his thrust score. If this exceeds the DR on



his back, he can keep moving toward you, your weapon is considered stuck (see *Picks*, p. B405), and the bind becomes a grapple.

Once such a grapple or bind is established you may take an action to twist the weapon inside your target. This counts as an attack which hits automatically (if your target has a grapple on your weapon, arm, or hand, this becomes a Grappling Contest based on Control Arm). This deals thrust-2 crushing damage or cutting damage, if your weapon is bladed. Rigid DR protects normally. Wounds delivered this way cause bleeding rolls at -2.

*Optionally*, you may let this rule work not only with impaling weapons, but also with axes. Twists with axes are at +2 or +1 per die, whichever is higher.

## Grappling Weapons and Armed Grappling

### Armed Grappling and Posture

For the purpose of grappling only, multiply the attack penalty for posture (p. B551) by the weapon's Reach (minimum 1)! Treat a weapon in a Defensive Grip as one yard shorter. Use Ground Fighting (p. MA73) and Low Fighting (p. MA77) to reduce these penalties. This rule does *not* apply to stick weapons whose primary skill is Jitte/Sai, Knife, Shortsword, Smallsword, or Tonfa.

### Axes and Hammers

Unlike sickles and picks, these do not automatically gain the +2 bonus to grappling techniques which is described in the *Hook* technique, but they can nonetheless be used to perform the Hook technique.

### Barbed Chain

Attempts to Escape from being entangled by a barbed chain are at -2, as are DX rolls to get a limp one off of you. Wrenching techniques deal an additional 1d-2 cutting damage. Treat your margin of victory as higher by 2 for the purpose of damaging clothing (see *Sweat, Clothing, and Armor* above). When used with Armed Grab (*P#3-34*, p. 18), a barbed chain is treated as an edged weapon for the purpose of cutting *yourself only*. Other rules for kusari apply (see below).

### Bolas

A bolas is thrown to entangle, taking penalties only for range and hit location. However, when targeting a leg (-2) or foot (-4), it entangles *both* legs or feet, respectively. For rules on hitting arms and hands, see p. B410.

### Cloak

Aside from being used to Block and Feint, a cloak has other grappling-related uses. You can use Entangle with a cloak used in one hand at Reach C-1. This is not a very effective weapon, so all follow-up Grappling Contests take a -2 penalty. Alternatively, you may grab the cloak in two hands and use Armed Grab at Reach C, but you can Transition to a one-handed armed grapple afterward. Cloaks are flexible weapons and have all the associated benefits and drawbacks described under *Armed Grappling* (*P#3-34*, pp. 17-18). Finally, you can *throw* your cloak at a target no more than 2 yards away. Use rules for Entangle, taking penalties only for range and hit location (the -4 penalty associated with the technique only applies to *melee* uses). All Grappling Contests are at -2. You cannot entangle the neck to suffocate the target, but you can entangle the *head* to blind the target until it removes the cloak.

In addition, a cloak permits grappling a bladed weapon without risking damage to your hand. This includes grabbing your own edged weapon.

### Harpoons and Barbed Weapons

Harpoons and other thrusting barbed weapons (see *Barbs* on page 14 of *GURPS Low-Tech Companion 2*) establish a grapple with the hand(s) holding the weapon instead of a bind as per *Weapons Getting Stuck* above. Successful Escape attempts deal half the damage the weapon did going

in *and* require a Will roll before attempting. If the weapon is not gripped and is simply sticking out of a person, they must make the same Will roll to try and pull it out themselves with a ST roll.

Bladed hooks and sickles can also benefit from barbs. Successful Escape attempts against these deal half the damage the weapon did when establishing the hook and require a Will roll before attempting. If the weapon is not gripped, it simply falls off the target, unlike a barbed impaling weapon.

### **Kusari**

These weapons are very difficult to parry when used to Entangle: -4 to Parry and -2 to Block. When used to Entangle, damage is shifted from swing to thrust, as much of the force is spent wrapping around the target. However, such weapons cannot be used to establish a weapon bind.

Kusari are flexible weapons and have all the associated benefits and drawbacks described under *Armed Grappling* (P#3-34, pp. 17-18).

### **Lariat**

The lariat is thrown to entangle, taking penalties only for the target's range and the location targeted. You can throw a lariat at an additional -1 penalty to entangle *both* legs or feet of the target.

### **Net**

There are two types of nets - melee nets and large nets. Despite their names, they are of roughly the same size, with large nets being slightly larger and significantly heavier.

A *melee net* is a one-handed thrown or melee weapon. When readied, it can be used to Block with (skill/2) + 3, but offers no DB. Since the net is Diffuse, it will only stop 1-2 points of damage if used to block a missile.

You can use a melee net to Entangle at Reach 1-2. This attack takes the usual -4 skill penalty associated with melee Entangle use. Even if you let go, treat a net entangling a target as having good handholds (see *Sweat, Clothing, and Armor* above). A typical melee net has DR 1 and HP 13, and hence can be destroyed with a Quick Contest of ST against 14. See *Entangle* above for more details.

A melee net can be trailed in front of you. A net may cover a number of hexes in front of you up to its SM + 1 (minimum one hex). You can reduce this number of hexes or increase it within the allowed range with a Ready maneuver. A hex with a net is considered bad footing (-2 to attack/-1 to defend, +1 movement point per yard). Furthermore, you can try to yank the net out from under the enemy. Roll a Quick Contest of ST. If there are multiple opponents standing on the net, use the highest ST from among them and add 1/5 of ST of all others, rounding down. Opponents may substitute their HP for ST, if higher. If you win, your opponents fall. Otherwise, nothing happens, but if your ST roll is a critical failure, you fall instead!

A melee net can be thrown with the Net skill. There is no 1/2D range, and Max range is (ST + Skill/5). A thrown net is an enveloping weapon that attacks an area; such nets can be quite large. Despite targeting an area, you do *not* get a +4 bonus for targeting a hex - this is the default use of the skill. A net has the same SM rating as the intended wielder; thus, nets found on the *Muscle-Powered Ranged Weapon Table* (p. LT 76) have effective SM+0, because they are intended for SM+0 users. You can devise characteristics for smaller and larger nets via *Scaling Weapons and Armor* (GURPS *Low-Tech Companion 2*, pp. 20-21). The net is treated as an area attack for the purpose of defending - you can only dodge by retreating or diving for cover, if that would move you out of the area of effect. Like all area attacks, nets are subject to *Scatter* (p. B414) on a miss. The net spreads out across a circular area centered on the place it lands. To find the *diameter*, look up the net's SM on the *Size and Speed/Range Table* (p. B550); e.g., a SM+0 net fills a two-yard-diameter area, while a SM+2 net fills a five-yard-diameter area.

A net can envelop only one creature of its SM. See *Dogpiling* above for ways to find the equivalent number of smaller creatures. When determining who becomes ensnared, start with the largest creature in the area, and if there are multiple creatures of the same size, start from the one closer to the attacker. On a miss, the net spreads out on the ground without ensnaring anyone. A net on the ground is considered bad footing (-2 to attack, -1 to defend; +1 movement point per yard). It can be yanked from under those standing on it as was described above. If a net ensnares only creatures

that are two SM or more smaller, it still creates an area of bad footing. If it ensnares only creatures larger than that, consider that there is not enough of it on the ground to count as bad footing.

A wholly ensnared creature has a -4 penalty to DX. If you try to move or change facing, you must roll vs. DX-6 to avoid falling down. You take a -6 penalty to Breakfall and Grappling Contests made to resist takedowns and techniques intended to knock you down; your ST takes the same penalty when resisting Sweep.

To escape from a net, you must have at least one free hand and must make 3 successful DX-1 rolls; animals, and humans with only one hand available, have an extra -2. Each attempt is a Ready maneuver which allows no other actions. Three consecutive failures mean the target becomes so entangled that he must be cut free. Alternatively, you may roll a Quick Contest of ST against the weapon's (DR+13) as a Ready maneuver. The typical melee net has DR 1, so you'd have to roll a Quick Contest of ST against 14. If you win, you burst the net and are free to act normally. It's also possible to escape by damaging the net. With a Reach C cutting weapon, this takes three Ready maneuvers but requires no rolls. Longer cutting weapons require a DX roll at -4 per yard of maximum Reach.

If a net hits a creature of higher SM than the net, it entangles a random appropriate hit location. Use rules for *Entangle* (see above) for limp weapons, but the net that entangles the neck does not automatically suffocate the target.

In any case, others may grab the net that is ensnaring or entangling a creature. Treat the target as having good handholds (see *Sweat, Clothing, and Armor* above).

The net requires space to use. Look up its SM on the *Size and Speed/Range Table* (p. B550) and read across to the "Linear Measurement" column to find the radius of the circular area needed. For example, that SM+0 net requires two yards of clearance in all directions around the wielder.

A **large net** can only be thrown or trailed in front of you, but it is harder to escape from - the DX rolls to escape take a -3 penalty. Using it requires two hands. Max range is (ST/2 + Skill/5). The Quick Contest to burst a large net is rolled against DR+21. The typical large net has DR 1.

### **Push Fork**

A staff can have a push fork attached to one of the ends; this is a U-shaped fork, which is generally blunt, but can be sharp or studded with small spikes on the inside. Binds with a Push Fork provide a +2 to Control Step and Pin techniques. If the fork is sharpened or spiked, the weapon deals thrust-2 cutting damage when establishing a bind one-handed, or thrust-1 if two-handed. This adds 1 lb. and \$50 to the weapon, regardless of whether blunt or sharp.

Push forks can also be turned into "man-catchers" with the addition of flexible "gates" on the ends, which allow a target inside the fork, but make it difficult to get out, this adds \$25 to the price. Man-catchers can be used to establish *grapples* at their Reach, at the same penalties as a weapon bind. A grapple with a man-catcher is treated as a grapple with the hand(s) that are wielding the weapon. When grappling with a man-catcher, you can use Control (Body Part), Control Position, Control Step, Takedown, and Wrenching techniques, except for Wrench Spine. Man-catchers give a +2 bonus when using these techniques and when resisting Escape attempts from your target.

### **Sword Breakers**

The blade of a sword or a knife may be made as a "sword breaker" by cutting out large serrations from one side of the blade. This is more radical than simply adding prongs, and the two options are mutually exclusive. Such a blade receives +2 to Weapon Lock technique, counts as barbed for the purpose of *Weapons Getting Stuck* (see above), and receives a -2 or -1 per die, whichever is worse, to its swinging damage.

Because its bonus is to Weapon Lock, it is much easier to perform this technique with such a weapon, than with a weapon that only has a prong or two. Also, because the serrations are only on one side, you can still perform Binding Parries just fine - those are not unaffected. CF +0.75.

### **Weapons with Protrusions**

*Weapons Getting Stuck* (see above) has rules for running yourself through a thrusting, impaling weapon. This rule applies to most spears and pikes, but if a weapon has prongs, axe-heads,

or other protrusions, an opponent cannot run himself through, and the weapon is unable to achieve overpenetration through the opponent.

### **Whip**

A whip can be used to entangle or strike for damage, but not both at once. Whips cannot be used to establish a weapon bind.

Whips are flexible weapons and have all the associated benefits and drawbacks described under *Armed Grappling* (P#3-34, pp. 17-18).

## **Grappling in Other Environments**

All these three-dimensional environments have certain traits in common. First, Pickup cannot be performed there. Second, orientation may work differently - Control Position can be used to rotate the opponent around any axis. The rules for "End-On" and "Full-On" postures can be found on page 28 of *Pyramid* #3-85.

### **Grappling Underwater**

Takedown does not receive bonuses for "sacrificing" your posture, unless you have No Legs (Aquatic) or Amphibious.

Judo Throw deals no damage, unless the opponent lands on something dangerous.

Sweep and Trip do not work, unless used on an opponent walking along the bottom.

### **Grappling in Air**

As described on pages 19-20 of *Pyramid* #3-14, sweeps, trips, and throws work differently when flying. Use Aerial Sweep, Aerial Trip, and Aerobatic Recovery from that article. Aerial Throw was updated in this document above.

As described on page 3 of *Fantastic Dungeon Grappling*, if a flying creature is carrying a creature who cannot fly, the foe is at an additional -5 to DX (which induces -2 to active defenses). In addition, the foe cannot perform Control Step, Control Posture, Takedown, or Judo Throw, unless he is grappling you *and* has some way to prop himself up, such as feet or body on the ground, wall, or ceiling, or wings beating against air; alternatively, he can do that if he has grappled at least half of your legs or feet.

### **Grappling in Zero-G**

As described on page 30 of *Pyramid* #3-85, sweeps, trips, and throws work differently in zero-G. Use new rules for Sweep, Trip, and Astrobatc Recovery from that article. Zero-G Throw was reworked as its own technique in this document above.

You cannot perform Judo Throw and Takedown if both you and your opponent are in zero-G. However, if you have magnetized plates (p. UT187) and are attached to a solid surface, you can use these techniques, including options for "sacrificing" your posture, and you can perform Pickup.

## **Optional Rules**

### **Deemphasizing Strength**

One complaint that players have about *A New Take on Grappling* is that the skill level mostly only matters for the initial roll to establish the grapple. For the purpose of grappling techniques, a level of ST is equal to a level of DX or skill, and raising the skill level may be very inefficient compared to raising ST, where you get more damage, HP, Basic Lift, etc. One solution to this is to lower the emphasis on ST and use ST/2 or HP/2 instead of ST or HP, respectively, rounded down, in Grappling Contests. This does not make calculations more difficult (you really should note down typical Grappling Contest Bonuses on your character sheet - ST/2 + SMx3 and HP/2 + SMx3).